



# SOMEDAY, WE'LL GET THERE

**NISHI ASUKA**

Chapter 3



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<http://yuriproject.net>



ITUKAMINOREBA

# いつかみのれば

SOMEDAY, WE'LL GET THERE

Presented by Nishi Asuka

西あすか

Round.3

HAVING FUN, GETTING GOOD





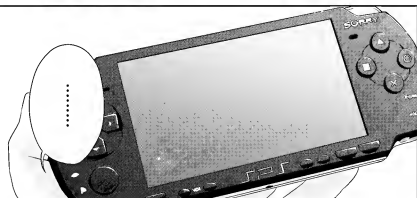
Here

Actually  
there's  
something  
I want to  
give you.



THAT'S  
RIGHT!

SAJOU-CHAN,  
WHY ARE YOU IN  
MY CLASS...?



HEY! HEY!

ARE YOU  
FRIENDS WITH  
TANIGUCHI-SAN?

I THINK  
THIS WOULD  
MAKE MY EYES  
GET WORSE...

Start by  
mastering  
throw techs

You can use  
this to practice  
even during class

LATER



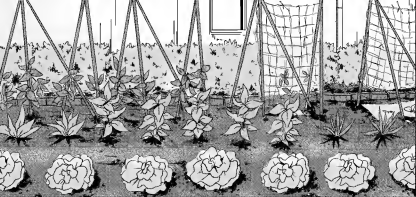




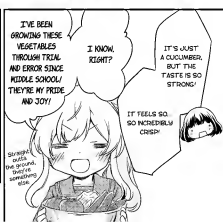
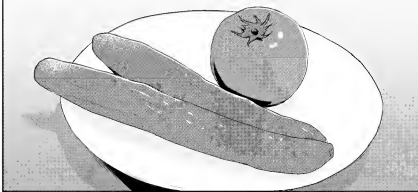
## Gardening Club

!?









EIGHTY YEN  
FOR RAMEN,  
PLUS SEEDS AND  
FERTILIZER AND  
STUFF—THERE'S  
THE ODD EXPENSE,  
BUT IT DOESN'T  
COME OUT TO  
MORE THAN 100  
YEN—FOUR  
HUNDRED  
YEN SAVED!

SO I STARTED  
GROWING  
MY OWN  
VEGETABLES!

THAT'S  
FOUR  
CREDITS  
A DAY!  
FOUR  
CREDITS!!

IF I EAT  
ONE BAG FROM  
A FOUR-HUNDRED-  
YEN FIVE-PACK OF  
NOMIN RAMEN  
EVERY DAY,  
I'LL BE HUNGRY...

SO...  
EVERY DAY  
I GET FIVE  
HUNDRED YEN  
FROM MY MOM  
FOR LUNCH,  
RIGHT?

Note:  
"Nomin"  
Ramen is a  
reference to Nomi  
Chicken Ramen, a  
well-known brand of  
instant ramen in  
Japan.

THEY  
GO WELL  
WITH  
NOMIN  
RAMEN

BUT WHEN  
SUMMER  
COMES, I'M  
PLANTING  
LEEKs!

Someday,  
I'll keep  
chickens  
for eggs,  
too...

THIS SEASON IS  
MOSTLY ABOUT  
TOMATOES AND  
CUCUMBERS.

1 credit = 100 yen



That's the  
denomination.

Sometimes,  
it's even  
cheaper.



NOT AT  
ALL!

ISN'T  
THAT  
HARD ON  
YOU?

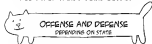
YOU'RE  
SKIMPING OFF  
EVEN YOUR FOOD  
MONEY TO PLAY  
VIDEO GAMES...







FUNDAMENTALLY, WHEN TWO MOVES ARE THROWN OUT AT THE SAME TIME, THE MOVE WITH THE EARLIER ACTIVE FRAME WINS, ALL OTHER THINGS BEING EQUAL...

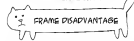


EVEN IF A MOVE WINS BY COMING OUT FASTER, A MOVE WITH A HIGH HITBOX WILL LOSE AGAINST AN OPPONENT IN A CROUCHING STATE. INCHING, CROUCHING MOVES LOSE TO MOVES IN A JUMP STATE



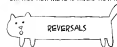
WHEN YOUR MOVE HITS OR IS BLOCKED, THE DIFFERENCE BETWEEN YOUR OPPONENT'S STUN AND YOUR MOVE'S COOLDOWN CAN LEAVE FRAMES WHERE YOU HAVE AN ADVANTAGE, A SITUATION IN WHICH YOU CAN MOVE BEFORE YOUR OPPONENT CAN.

EX: +2 ON HIT



WHEN YOUR MOVE HITS OR IS BLOCKED, THE DIFFERENCE BETWEEN YOUR OPPONENT'S STUN AND YOUR MOVE'S COOLDOWN CAN LEAVE FRAMES WHERE YOU SHOULD A DISADVANTAGE, A SITUATION IN WHICH YOUR OPPONENT CAN MOVE BEFORE YOU CAN, ALSO CALLED "WINNERS FRAMES."

EX: THAT NEW MOVE IS WINNERS HOW MANY FRAMES?



THROWING OUT AN APPROPRIATE MOVE IN THE FRAMES AFTER BLOCKING DURING WHICH YOU CAN RESPIN & COUNTER-ATTACK.

FOR EXAMPLE, AGAINST A MOVE THAT'S WINNERS 16 ON BLOCK, YOU CAN USE A MOVE THAT COMES OUT FASTER THAN 16 FRAMES AS A REVERSAL.

IF YOU'VE GOT FRAME KNOWLEDGE, YOU'LL NET BIG RETURNS OFF OF REVERSALS! THE INFORMATION WAR IS CRITICAL, TOO!

Active on frame 14



Active on frame 10



crouching



standing



your shield



BY THE WAY, WHEN A CHARACTER IN A VIDEO GAME MOVES, PEOPLE TALK ABOUT THE MOVE'S "ANIMATION."



MOVEMENT IN 3D FIGHTING GAMES IS EXPRESSED WITH ANIMATION DATA THAT'S FORMATTED TO HAVE SIXTY IMAGES IN A ONE-SECOND WINDOW.

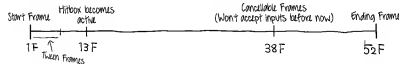


A "FRAME"...

IS THE UNIT OF TIME IN VIDEO GAMES. ONE SECOND IS 60 FRAMES. 'CAUSE FIGHTING GAMES BASICALLY RUN AT 60 FRAMES PER SECOND. IT'S PROBABLY USED MORE OFTEN TO INDICATE CELL DIVISIONS IN ANIMATION.



Example: left uppercut active frame 13 (52 total frames)



NEUTRAL FRAMES:

THE FRAMES DURING WHICH YOU CAN INPUT MOVES. ONCE YOU DO A MOVE, YOUR INPUTS WON'T BE ACCEPTED UNTIL A CERTAIN POINT. A MOVE IS SAID TO BE "CANCELABLE AS SOON AS" THE FIRST FRAME THAT WILL ACCEPT A NEW INPUT.

ACTIVE FRAMES:

THE FRAMES FROM WHEN A MOVE'S HITBOX COMES OUT UNTIL ITS HITBOX ENDS.

"ACTIVE ON FRAME X"

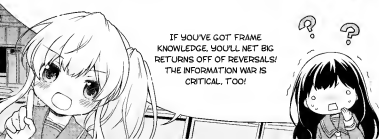
A MOVE WHOSE HITBOX FIRST BECOMES ACTIVE ON FRAME X IS SAID TO BE "ACTIVE ON FRAME X," OR TO "COME OUT ON FRAME X"

TWEEN FRAMES:

A SYSTEM FOR FILLING IN FRAMES TO MAKE THE IMAGES FLOW SEAMLESSLY INTO MOTION FOLLOWING AN INPUT. SOMETIMES COMBINED WITH GAPS IN ANIMATION DATA. BECAUSE OF THE INTERPOLATION, IT TAKES A NUMBER OF FRAMES BEFORE YOUR OPPONENT CAN RECOGNIZE WHICH MOVE YOU'VE PERFORMED (DEPENDS ON THE NUMBER OF TWEEN FRAMES THE SYSTEM USES).

TOTAL FRAMES:

THE FRAMES FROM THE ANIMATION DATA'S START UNTIL ITS END.







IT'S BEEN  
A WHILE.



ARE YOU TWO  
FRIENDS...?

WE'RE NOT  
FRIENDS!

?



HOW  
ABOUT  
LEARNING  
SOME  
COMBOS  
FIRST?

YOU CAN  
MEMORIZE  
THE FRAMES  
ONCE YOU'VE  
GOTTEN A FEEL  
FOR THINGS.

ZTT

I SEE YOU'RE  
STILL STUCK ON  
THEORYCRAFTING









CUT BACK  
ON THE  
FIGHTING  
GAMES

AND PLAY  
A TON OF  
RHYTHM GAMES  
WITH ME, OKAY?

SO IF I WIN,



EVEN SO,  
THAT'S SOME  
CONFIDENCE  
YOU GOT,  
SHIJOU.

BUT A  
WHOLE  
MONTH  
WILL BE  
PLENTY

I HAVEN'T  
TOUCHED IT  
MUCH SINCE  
B CAME OUT,  
SO I'M OUT  
OF SHAPE.



.....

Let's say &  
and head home!



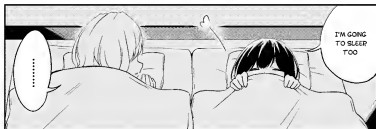
YOU'VE ALWAYS  
LOST TO ME,

BUT YOU STILL  
THINK YOU CAN  
MAKE MNO WIN?













*To be continued.*